



Rock the
BOCK

A WILD DICE GAME

A mad-deer-ning game
for 2 to 4 players aged 8 and over


moses.

IT COULDN'T BE EASIER:

The deer earn you points—so you'll need to collect as many **roebucks and does** as possible. Keep an eye on your fellow players though: they'll try to pass wolves on to you to keep your deer count low. The only solution: get your deer through the three rounds and hand the minus points back to your fellow players. So? Are you game?

YOUR GAME CONTENTS:

10 dice (each featuring 1 roebuck, 1 wolf, and 4 does—one in each of the player colors)

1 score pad



Each player will also need a pen.

HOW TO SET UP THE GAME:

Each take **one score sheet** from the score pad and place it in front of you. Decide which player color you each want to use. The four player colors are shown at the bottom of the score sheet: red, blue, green, and yellow. Each take a pen and cross out your player color. Then the game can begin.

HOW TO PLAY:

The game always comprises **three rounds**. The score sheet is divided up accordingly. Start with Round 1. The youngest player goes first; play then continues in a clockwise direction.

Is it your turn? Then complete the following **three actions** in sequence:

1) TAKE DICE

2) ROLL AND SELECT DICE, AND ENTER THE TOTALS

3) CROSS OUT DICE

Let's now take a closer look at each action:

1) TAKE DICE:

Is it your turn? Then take the **required number of dice**.

At the start of the round, you can use all ten of the dice.

Fewer and fewer dice are available as the round continues.

When it's your turn again, take a look at your score sheet.

Now only take as many dice as are still available in the current round. Check under *3) Cross out dice* how many dice you may use.

2) ROLL AND SELECT DICE, AND ENTER THE TOTALS:

Do you have the right number of dice in front of you? Then you may **roll them once**. Sort the dice according to the side facing up, then take all of the dice in **one background color**:



Roebuck (white): Chosen the roebucks? Then cross out as many roebucks on **your score sheet** as you rolled.



Doe (in your color): Chosen the does in your color? Then cross out as many does on **your score sheet** as you rolled in your color.



Wolf (gray): Chosen the wolves? Then select any other player and pass the wolves on to them. That player must then cross out as many wolves on **their score sheet** as you rolled.



Doe (in another player's color): Chosen the does in another player's color? Then that player must cross out as many does on **their score sheet** as you rolled.

You must always use all of the dice in one background color. You or your fellow player must then cross out all of the dice on your or their score sheet.

The mad-deer-ning thing about it: you **must** play your turn, so either use the dice yourself or pass them on to a fellow player. Even if you don't want to.



Example: Florian has chosen red as his player color. So far, he has crossed out three roebucks and no wolves on his score sheet. In Round 1, Leila throws her last four dice and rolls four red does. She must give them to Florian. He crosses out four does.

Note: No one can cross out more than ten roebucks, twelve wolves, or twelve does on their score sheet in a round. **In rare cases**, you might not be able to cross out anything on your score sheet at all.

3) CROSS OUT DICE:

Have you or one of your fellow players crossed out the dice roll on your or their score sheet? Then cross out as many dice on your score sheet as you used during your turn. It doesn't matter who crossed the dice roll out. Then it's the next player's turn.



Example: Round 1 has just started. It's Marion's turn. Her color is green. She throws all ten dice and rolls four blue does, two wolves, three yellow does, and one red doe. She chooses the red doe. Red is Florian's player color.



He crosses out one doe on his score sheet. Marion must now cross out one die on her score sheet for Round 1. A total of nine dice are now available to Marion for her next turn in Round 1.

NOTE FOR TWO/THREE-PLAYER GAMES:

Are there one or two colors in your game that do not belong to a player? Did you roll dice in this color? Then you cannot use them. Instead, select the dice in colors that you can use. In rare cases, it may be that you cannot use any of the dice. In this case, your roll was unsuccessful. But that's actually a blessing in disguise: it means you **do not** have to complete the third action, *Cross out dice*.

WHEN DOES A ROUND END?

Have you crossed out all ten of the dice on your score sheet? Then you're out of the **current round**. Your fellow players can still complete the round. Careful though: they might pass wolves and does on to you—and you will have to add these to your score sheet. Because the round does not end until each of you has crossed out the ten dice on your score sheet. In the new round, you're all back in the game, and each of you can use all ten of the dice and dice symbols.

SCORING:

You earn points for each round. Count the number of roebucks, wolves, and does you have. There are now several possibilities:

- Do you have **more roebucks** than wolves? Then you earn one point for each of your does.
- Do you have **more wolves** than roebucks? Then you earn one minus point for each of your does.
- Do you have the **same number of** wolves and roebucks? Then you don't earn any points.
- Do you **not have any does**? Then you don't earn any points either.

Make a note of your points for each round on your score sheet.

END OF THE GAME:

The game ends after Round 3. Now add together your points for each of the three rounds. The player with the most points wins. In the event of a tie, then there are several winners. In rare cases, it may be that the player with the fewest minus points is the one who wins.



Authors: Inka und Markus Brand
Design: Kreativbunker
Product Management: Anneli Ganser
Copy-Editing: Elke Vogel
Production: Anja Trentepohl
Translation: Birgit Irgang

© 2021 **moses. Verlag GmbH**
Arnoldstraße 13d
47906 Kempen
CH: Dessauer, 8045 Zürich
www.moses-verlag.de
Item-No.: 90372

The authors and moses. Verlag would like to thank all test players from Gummersbach, Düsseldorf and Kempen for their invaluable input.